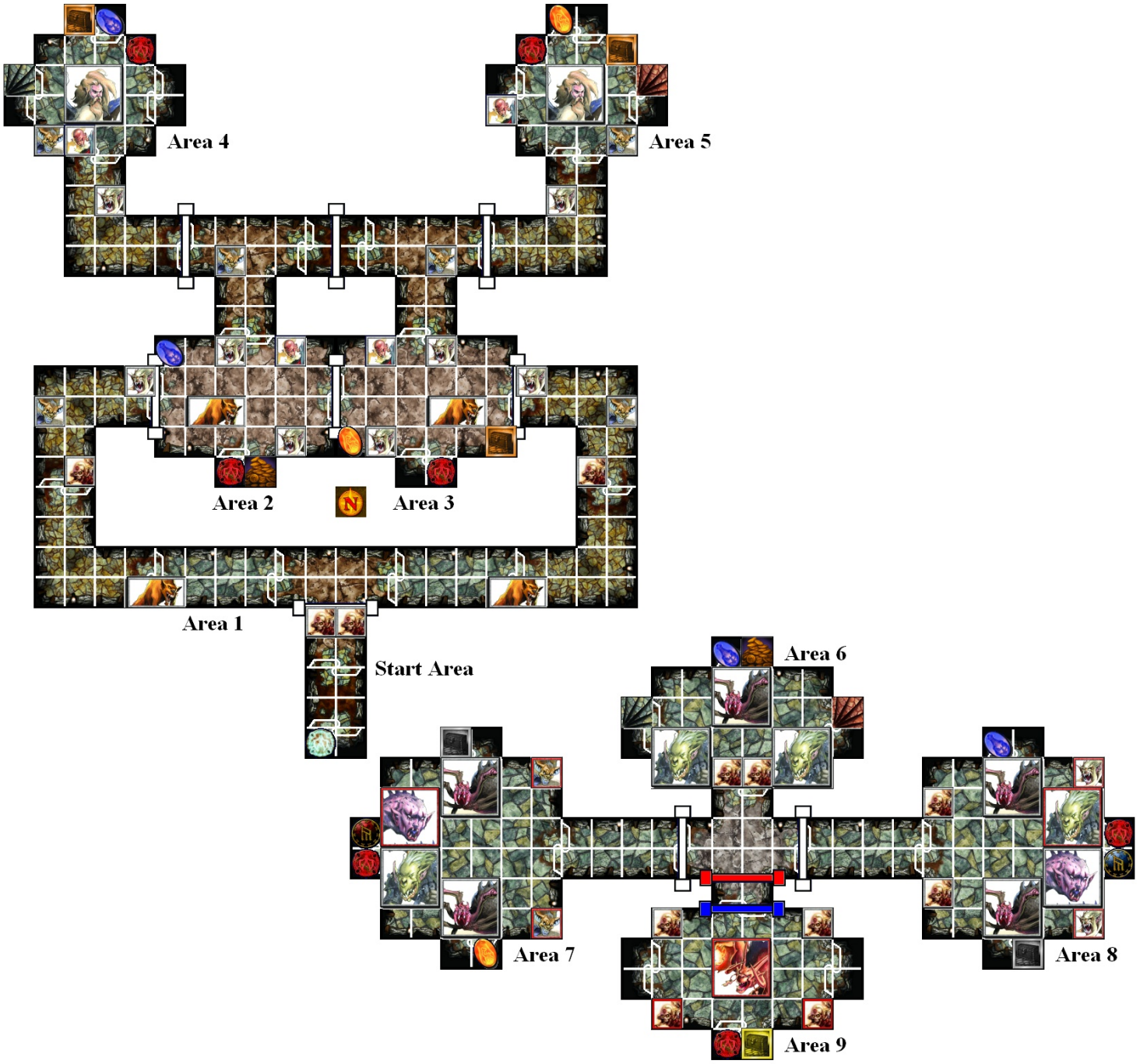

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

Rise of the Dead Empire

By Zachary

Quest Background

Wandering around a small town in the Northlands, you hear about a demon who came back from the dead. You go to the local story teller and ask him about this demon. The demon's name is Granon and he used to be ruler of a powerful empire. After promising the story teller you will slay the demon, he gives you a map of Granon's castle.

Quest Goals

Your job is to go to Granon's castle and kill him. There are unused ancient glyphs of transport in the castle. If you can activate some, all the better. You start with 8 conquest tokens. If you ever run out of conquest tokens, the demon Granon will have triumphed over you and have terrorized the poor village.

Area 1

A long corridor stretches out in front of you as you walk through the door. Several monsters are patrolling the corridor. Hearing the door open, the monsters spin around snarling and lunge toward you.

Area 2

Bones crunch beneath your feet as you walk through the doorway. Close to the center of the room, a hound is chewing on what looks likea human head that still has flesh on it. A couple of beastmen are wandering around the chamber, ready to do their master's bidding as soon as they have to. A sorcerer stands by the corridor, as though waiting for you.

Area 3

Walking through the door, you see a sorcerer scolding a beastman. Another beastman just stares happily as a dog close to his feet paws playfully at small bugs scuttering across the floor.

Area 4

A vigilant manticore sits in the center of the room. A sorcerer glances at you and then shouts at the manticore. As the manticore begans to attack, the other monsters take it as a signal to also attack.

Area 5

As you enter the room, a loud roar which you identify as a manticore's. You see a beastmen around the corner standing like a statue, waiting for something to do. A charging spell's glow from a sorcerer lights the passage with a bright green light.

Area 6

Climbing up the stairs, you see a giant spider crawling around. Two ogres sit and wait for something so they can do their job, kill any tresspassers. They look around and see you. Getting up eagerly, they go beserk in a bloodfrenzy. A pair of skeletons stay behind and ready their bows.

Important: The ogres here are bloodthirsty. They roll 2 extra black dice and have 2 extra wounds.

Area 7

A huge naga blocks what looks like a bright rune-key. An ogre sits by the naga, guarding it. Several smaller monsters scurry around the room.

Important: The naga here is Waxen, who has the Undying ability. Other than that, Waxen is just like a master naga. The heroes get two conquest tokens for killing Waxen.

Area 8

Several monsters run around the room doing the bidding of an ogre, who is staring at you with an evil glint in his dark eyes. A naga is slithering around the ogre's feet.

Important: The ogre here is Konan. He is just like a regular master ogre, except he has 5 extra wounds and 3 extra armor. His Undying ability succeeds on a power enhancement. Heroes get 3 conquest tokens.

Area 9

As you enter the room, you hear a roar. "You shall not succeed in killing me. If I die, you'll die with me." With that said, Granon tells his elite bodyguards to attack you.

Important: The demon here is Granon. He has 10 extra wounds and 5 extra armor. If Granon has 2 health, 1 health, or no health left at the start of the Overlord's turn or any hero's turn, he might cast a bomb spell. Roll a black power die. If the result is a blank, He successfully casted the spell. The spell's target is either space directly in front of him, the Overlord chooses. It does 20 magic damage with Blast 5. The heroes get 3 conquest tokens for Granon dying before the damage is done to them.

Chests

Copper 1 2 conquest tokens 50 coins 1 copper treasure
Copper 2 2 curses 1 health potion 1 stamina potion 1 copper treasure
Copper 3 2 curses 2 copper treasures
Silver 1 2 curses 100 coins 1 silver treasure
Silver 2 3 conquest tokens 50 coins 1 silver treasure

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.

Silver 3 3 curses 2 copper treasures
Gold 1 2 conquest tokens 150 coins 1 gold treasure
Gold 2 4 curses 2 conquest tokens 100 coins 1 gold treasure

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005 Fantasy Flight Publishing. All images are used with permission.